THE FIRST ROLE-PLAY ADVENTURE

CREATE A MONSTER COMPETITION

See inside for details!
Closing date 31st October 1994

Legend maker™

THE FOURTH QUEST

The Sorcerer of Samärdän

A COMPLETE ROLE-PLAY QUEST IN WHICH YOU TAKE PART

LEGENDMAKER - THE FOURTH QUEST £1

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Legend maker™

A new concept in comics

Take on the role of a mighty warrior, a powerful wizard, or a brave elven princess, and enter the fantastic world of LEGENDMAKER. Here you can take part in exciting and dangerous adventures. Adventures in which you will be making the choices that decide if you succeed or fail in your quest!

IMPORTANT

LEGENDMAKER cannot be read like an ordinary comic. The stories are made up using a series of numbered panels. Each panel tells part of the story before asking what you want to do next. Choose your course of action, and then go to the relevant numbered panel. WITHOUT READING ANY OTHERS.

How to play LEGENDMAKER

1. Choose which of the three characters you would like to be. Each has various strengths and weaknesses that will become apparent as you go through the adventure.

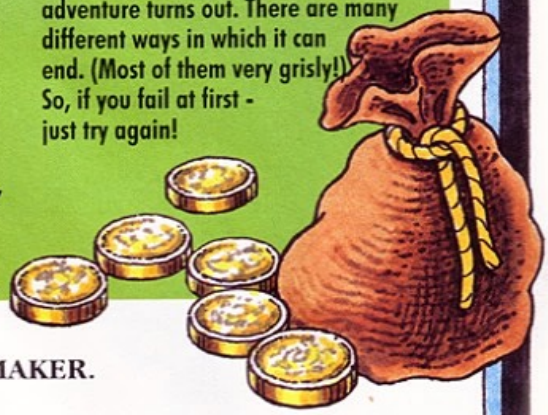
2. Read the story background, which will give you clues that may help you later.

3. Go to panel 1 of the story and start your own adventure!

4. This adventure has three dangerous levels for you to explore. You will move backwards and forwards through the pages of this comic as you make your way through all three levels.

5. Throughout this adventure as well as discovering magic objects and confronting all sorts of dangerous creatures, you will come across numbers of gold coins. There are 502 gold coins you could collect in this adventure. Keep count of the number of coins you have collected. If you survive the quest, the amount you have in your purse will determine how well you have done.

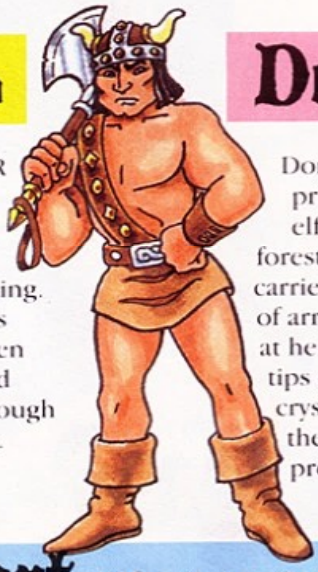
6. Remember you decide how this adventure turns out. There are many different ways in which it can end. (Most of them very grisly!) So, if you fail at first - just try again!



Now choose which of the three characters you wish to be, then you are ready to enter the exciting world of LEGENDMAKER.

Flambar - The Wizard

Flambar travels the world of LEGENDMAKER looking for spells and magic objects that will increase his knowledge of the magical arts. Flambar is not strong, but he is very wise and can read rune writing. He has no weapon, but he has his magic staff which can open locks, and, on his command give off a light that is bright enough to light the darkest dungeons.



Dorwen - The Elfmaid

Dorwen is a shield maiden, an elven princess who, finding the life of a young elfmaid dull and boring, has left her leafy forest home in search of adventure. She carries a short bow and a quiver of arrows, as well as a dagger at her belt. Her knife and the tips of her arrows are made of crystal as, like all faeriekind the touch of iron would prove fatal to her.

Gart - The Warrior

Gart is a barbarian from the northern wastes. He has left his icy homeland to seek his fortune in the warmer southern lands. Gart is immensely strong. He can wield his great battle axe, or any other weapon he discovers, with devastating force. He is however, a barbarian so he cannot read or use magic.

THE TALE MOVES ON...

After many dangerous adventures, you have arrived in Samardan, great city of the southern hotlands. In the crowded coffee shops and bazaars of the city, you hear tales concerning the strange disappearance of Prince Ahmed, leader of the desert people, who was to marry the Sultan's daughter, Princess Taya, bringing lasting peace between the people of the city and the desert.

The Sultan, you are told is under the spell of his Vizier, the sorcerer Zamar, who now rules Samardan in all but name. Any who oppose Zamar are carried off by the ROK, a giant, bird-like creature that he has conjured from the distant past to remove his enemies.

There are other tales, more interesting to an adventurer like you. These tell of a secret valley in the desert where the rulers of the ancient kingdom of Tutt are buried with all their treasure. You set off to the camel market to buy a camel that will take you across the desert to the Valley of the Pharoahs.

PLEASE NOTE

If you have played the first three quests in this series, you may already have some gold coins in your purse, and perhaps a magic ring, a silver medallion, or an old oil lamp. You may also have a parrot for company. If this is your first **LEGENDMAKER** adventure you will have a leather purse containing 30 gold coins, as well as the weapons and other items that your character is entitled to.

91

You say the magic words on the scroll - but nothing happens! The power of Zamar has neutralised the spell! Go to **128**.

92

With a mournful wail, the ROK circles high into the air then plummets down into the sea after it's master. Go to **116**.

93

Blowing the horn has summoned the beast to destroy us!

DORWEN go to **103**. Others go to **110**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

Suddenly you are confronted by a patrol of the palace guard.

1

You must come with us to tell our master, Zamar, your business in Samardan. He does not like adventurers loose in his city!

If you have a parrot with you, start your adventure by going to panel **20**.

Otherwise your adventure starts here at panel **1**.

If you are wearing the medallion, go to **27**. If not, go to **40**.

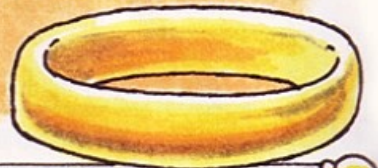
2

If you have the magic spell, go to **13**.

Otherwise go to **4**.

3

If you have the ring of invisibility, you can put it on if you wish and go to **11**. Otherwise go to **32**.



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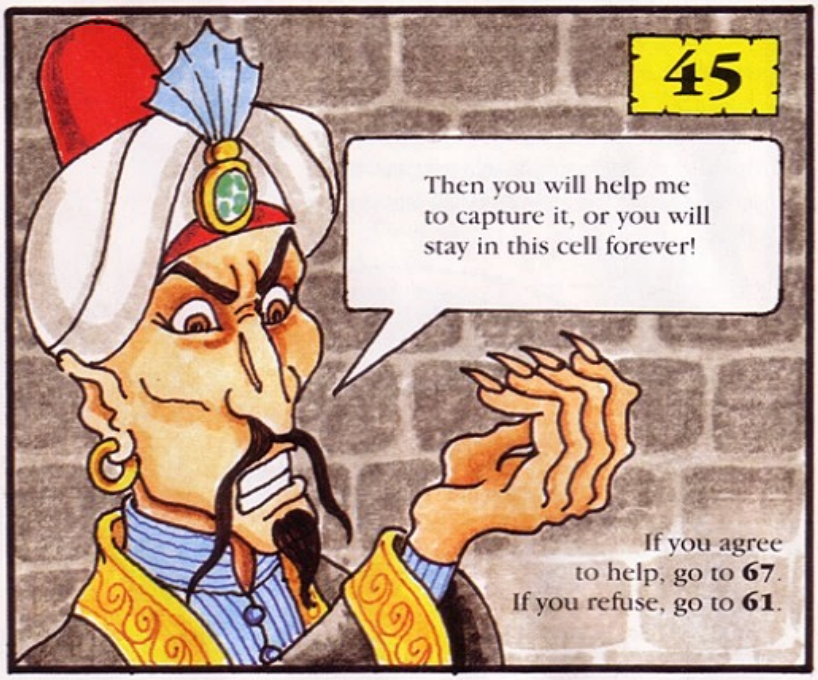
Escape thee to the sorcerers tower, and meet me there at the midnight hour. Now I must go.

44

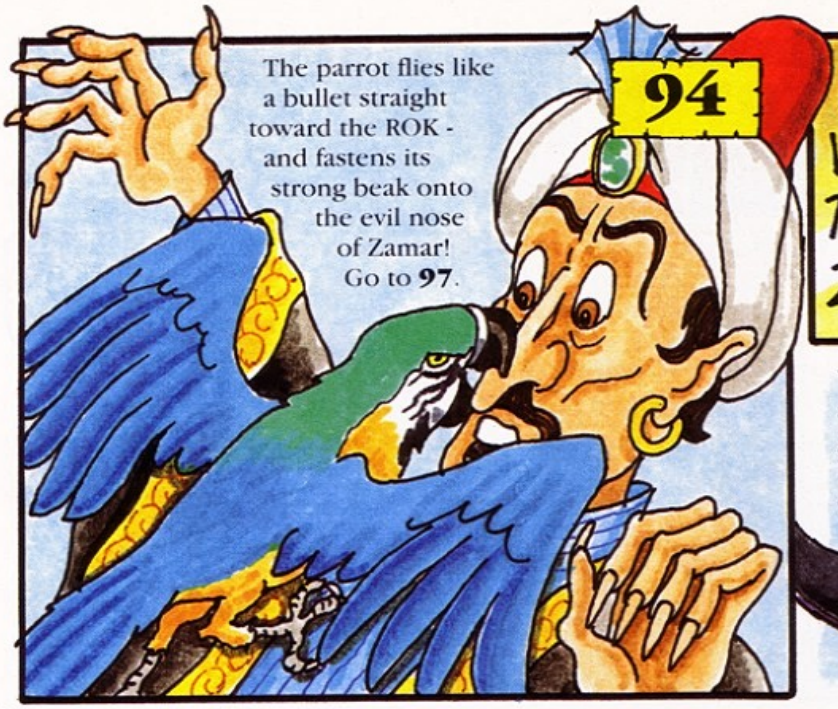
Go to **66**.

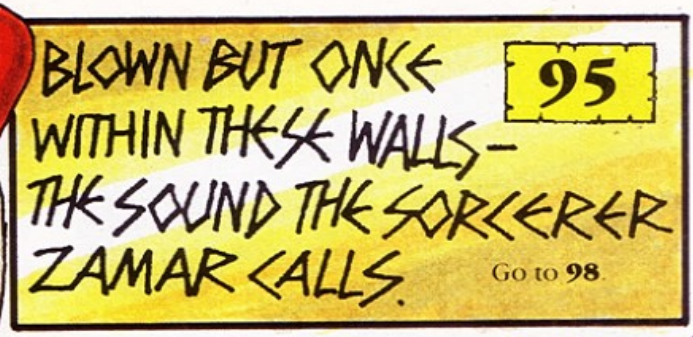
45

Then you will help me to capture it, or you will stay in this cell forever!



If you agree to help, go to **67**. If you refuse, go to **61**.





96
You utter the magic words on the scroll, and the ROK circles away, going lower and lower, it's wings beat slower and slower as it's eyes close in sleep. Go to 118.

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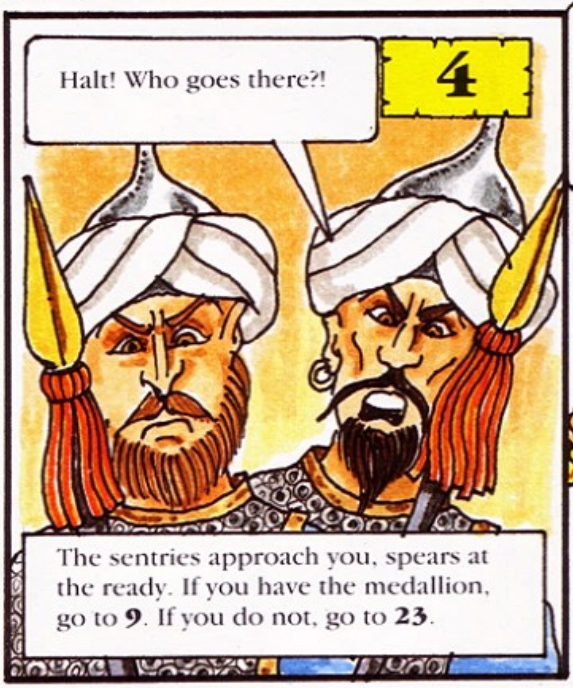
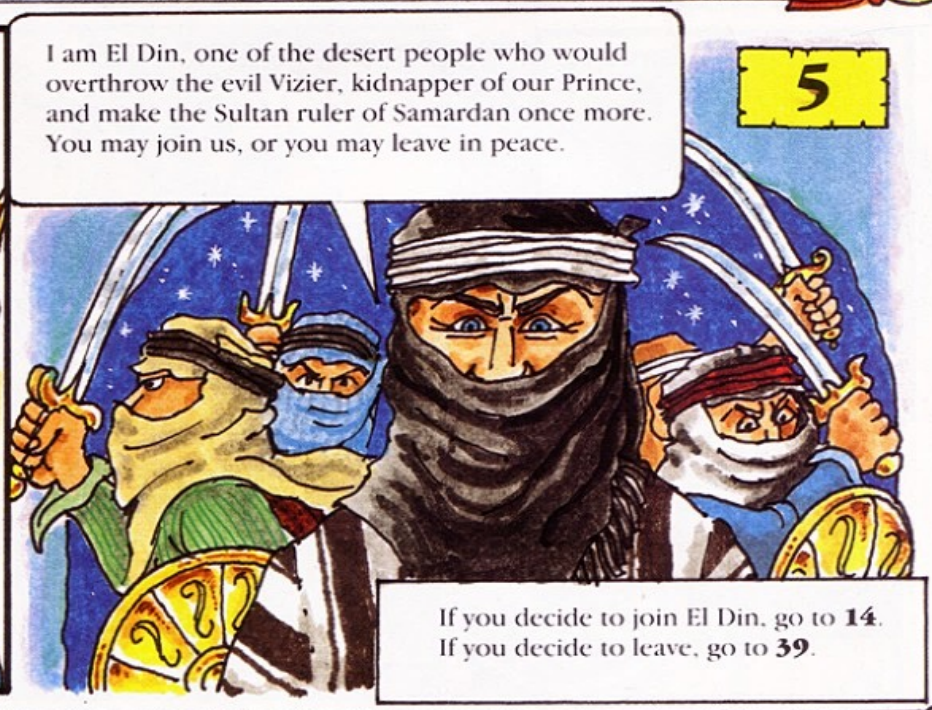
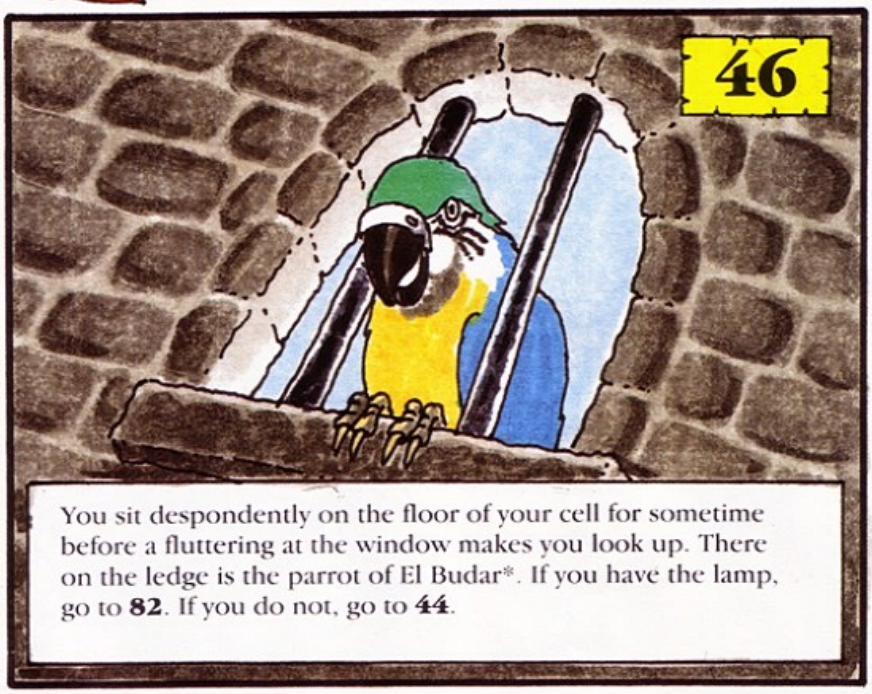



5
I am El Din, one of the desert people who would overthrow the evil Vizier, kidnapper of our Prince, and make the Sultan ruler of Samardan once more. You may join us, or you may leave in peace.
If you decide to join El Din, go to 14. If you decide to leave, go to 39.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL


46
You sit despondently on the floor of your cell for sometime before a fluttering at the window makes you look up. There on the ledge is the parrot of El Budar*. If you have the lamp, go to 82. If you do not, go to 44.

47
A thousand thanks for helping us in our hour of need. Here are 200 gold coins, I will give you another 300 when we meet at the palace gates.
FLAMBAR go to 87.
Others go to 81.

*See The Pirates of Atlantis.

With a great cry of pain, Zamar releases his hold on the ROK and plunges to his doom in the sea below! As he falls he screams out a last, evil message.

97

Fool princeling with your beggar friend, you've put me to the worse. But as I meet my watery end, on the Sultan's daughter I lay my curse!

Go to **92**.

Suddenly, with a great fluttering noise, the parrot of El budar flies in through the window and perches on your shoulder.

98

Choose one to bring and then we must on magic rise up from the dust.

If you choose the silver horn, go to **138**. If you choose the brass horn, go to **134**.

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6

You search the guards to see if either of them has a key.

Go to **23**.

7

In the throne room sits the Sultan , and his daughter, the Princess Taya. On theSultan's right stands the Vizier Zamar. If you still have the parrot, go to **19**. If you do not, go to **22**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

A strange figure steps into the light.

48

I am the last of the people of Atlantis. I have come here to reclaim the treasure that was put here when the city sank under the sea. This chest, as you see, is empty, therefore the treasure must be locked in the other. Here is the key.

If you take the key and open the chest, go to **51**. If you say he is welcome to the treasure, leave and go to **113** on the upper level.

GART go to **53**. Others go to **45**.

49

You rub the lamp and the genie appears again.

50

Your adventure fares not well, free should you be from dungeon cell. Escape ye to the sorcerers tower and get me there at the midnight hour.

The genie disappears back into the lamp. Go to **66**.

99

Cease, cease, before my ears you harm, you play the pipe with little charm. If charming notes you cannot make,.....

Go to **111**.

100

The carpet slows down and finally lands on a ledge just below the summit. "Now we must climb to the peak," says the parrot. Go to **113**.

101

The ROK will not obey the horn while on its back its master's borne! Go to **128**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

8

The princess lies on a couch in a deep sleep. Her father, the Sultan, stands over her. "She is under a spell and cannot be woken!" he cries. "My daughter must be freed from this curse. To the one that can free her, I will give half the value of my kingdom in gold and jewels!" If you have the lamp, go to **26**. If you do not, go to **18**.

9

You show the guards the medallion and say that you must leave the palace at once, on the Vizier's business. The guards hurriedly open the gates. Go to **28**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

You try the key but the chest still will not open.

51

Fool! The treasure was in the other chest and has already been stolen by another plundering adventurer like you but your greed has proved your downfall - for it is forbidden that this chest should be opened!

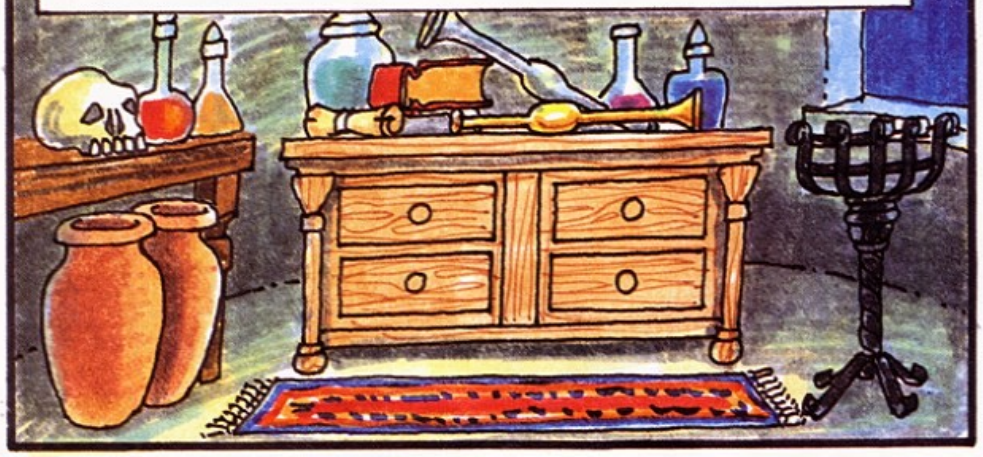
The strange creature darts from the room and is gone. Go to **58**.

52

You go into a deserted alley and begin to clean the lamp. As soon as you begin to clean it, clouds of swirling vapour begin to pour out of it! Go to **71**.

102

At the top of the stairs is a circular room full of strange and sorcerous looking objects. The floor is covered with dust and cobwebs hang from the ceiling. If you have the lamp, and know its secret, go to **123**. Otherwise go to **121**.



103

You remember the words on the horn and give two mighty blasts on it. The ROK wheels slowly away and disappears into the distance.

Go to **118**.

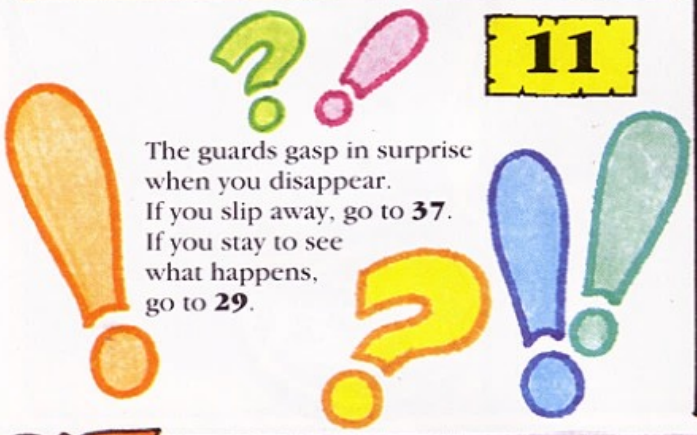
UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

10

You approach the gate unseen by the sentries.

If you have the key, go to **41**.
If you do not, go to **34**.

11



The guards gasp in surprise when you disappear.
If you slip away, go to **37**.
If you stay to see what happens, go to **29**.

12

After an epic battle, you vanquish the guards who retreat hurriedly. Go to **37**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

53

Then I will give you a choice. Enlist in my personal guard, or stay in this cell forever!

If you enlist, go to **60**.
If you refuse, go to **61**.

54

As soon as it is dark, you open the door to your cell and slip out.

Go to **72**.

55

A cloud of vapour comes swirling out of the lamp and forms into the gigantic shape of a genie. Go to **83**.

104

You step onto to the magic carpet which rises a little further into the air, then stops.

It carries a weight it cannot hold. This rug cannot carry the weight of gold.

You must leave behind all the gold you are carrying (including the magic ring, if you have it) before going to **119**.

105

The horn will call me from far or near, but you waste your breath - for I am already here!

Go to **128**.

106

If you have the lamp and know it's secret, go to **136**.
Otherwise go to **137**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲

13

You utter the magic words on the scroll, and the sentries crumple to the ground in a deep sleep. Go to **41.**

OT PEELS
REP ECACH
OT MAER

14

As his men sweep through the palace, you tell El Din that you will go up into the tower.

Beware, my brave friend, for that is the sorcerer's tower, and he may well be lurking there!

If you go into the tower, go up to **102**.
If you decide to leave while you still can, go to **39**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

56

The shopkeeper looks at the lamp.

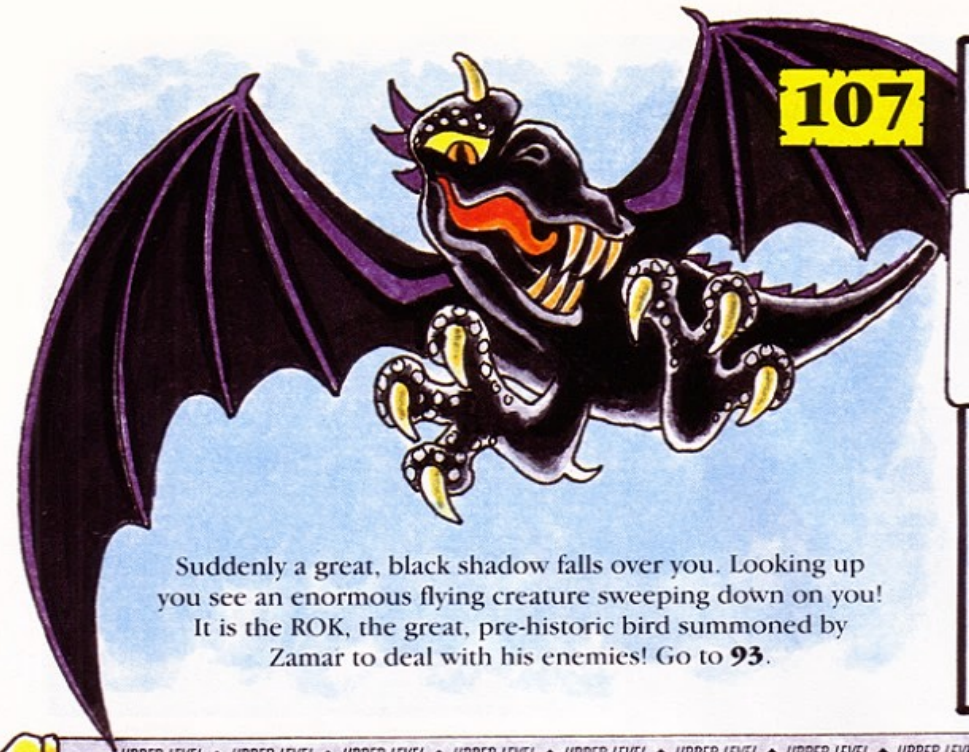
This lamp is so old and worn I can only give you 2 gold coins for it.

If you take the 2 gold coins, and leave, go to **77**. If you keep the lamp and leave, go to **84**.

57

You are thrown into a deep, dark dungeon. The only light comes from a small, barred window high in one wall. Go to **64**.

107



Suddenly a great, black shadow falls over you. Looking up you see an enormous flying creature sweeping down on you! It is the ROK, the great, pre-historic bird summoned by Zamar to deal with his enemies! Go to **93**.

108

You rub the lamp and the genie of the lamp appears before you.

The parrot voices but the princes words, to rescue him let the horn be heard.

You blow upon the horn you are carrying. Go to **117**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

15

You set off towards the camel market, but are suddenly confronted by a group of palace guards.

Grab 'em, lads! You're under arrest! My master, the Vizier wishes to meet you and your parrot!

Go to **32**.

16

You touch the lock of the gate with your magic staff and, slowly, it swings open.

Go to **28**.

17

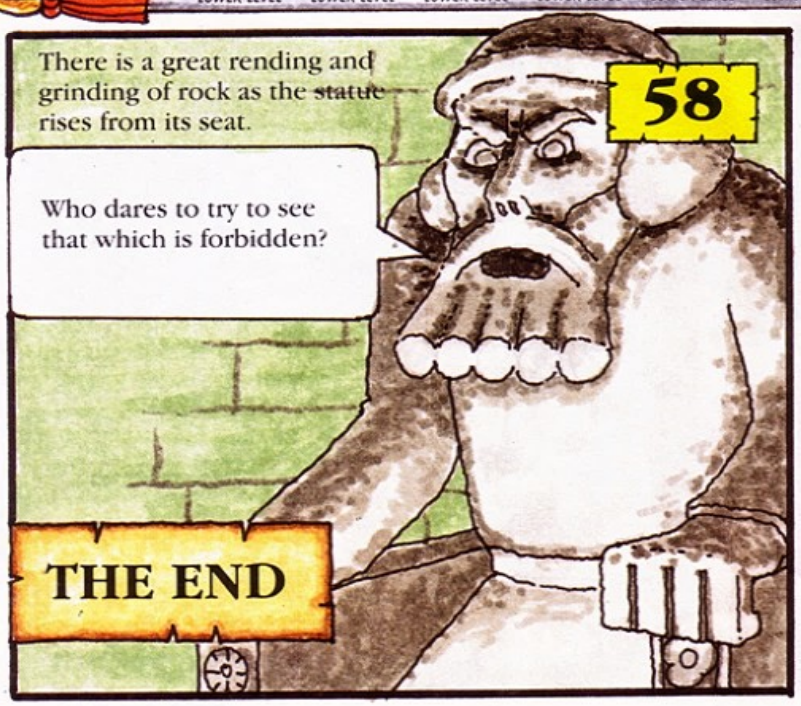
Come, warrior, Zamar is always looking for the likes of you to join his personal guard.

If you go with them, go to **32**. If you resist, go to **12**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

58

There is a great rending and grinding of rock as the statue rises from its seat.



Who dares to try to see that which is forbidden?

THE END

59

Through the palace, to Zamar's Tower, to bring me there at the midnight hour.

The Genie disappears back into the lamp. Go to **66**.

60

You are taken to the guards barracks and shown your quarters.

Go to **89**.

109

Free at last! A thousand thanks, my friend. I am in your debt forever. Now let us hurry from this place, for the horn will have called down evil on us even as it released me from the prison in which Zamar placed me.

Go to **124**.

110

If he has the sleep spell, and has not yet used it, **FLAMBAR** can go to **96**. Otherwise he must go to **106**.

GART goes to **112**.

111

.....then charmed be you - into a snake!

THE END

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

18

You stay in the palace for several weeks as the honoured guest of the Sultan and Prince Ahmed. They shower you with valuable gifts. Your stay, however, is not a happy one as everywhere you see sad faces grieving for the Princess Taya. You decide something must be done to try and break the spell on her. You tell Prince Ahmed you are leaving Samardan to look for a way of lifting the curse from his princess.

Go to **43**.

19

Another of these traitorous adventurers, my Sultan. Like the ones that must have kidnapped Prince Ahmed, your daughters future husband!
We must have them, and their flea-ridden parrot put to death immediately!

Go to **35**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

61

"Then stay here until you die!" The Vizier leaves, slamming the door behind him. Go to **46**.

62

You go to the door and ask who is there.

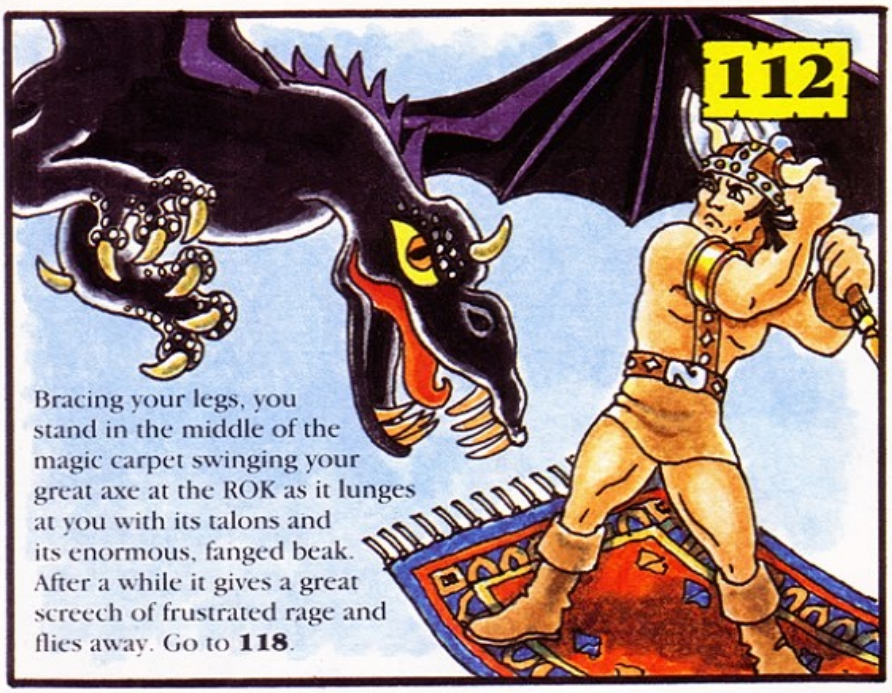
It is I, the Princess Taya. I have brought you the key to your cell. Please escape and help to find my prince for me.

Go to 54

63

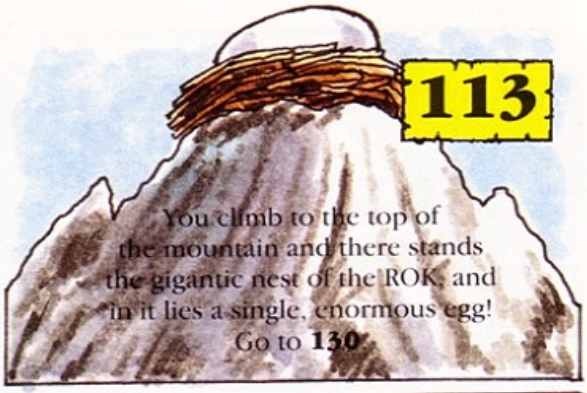
You descend a long flight of steps into a damp, underground chamber. In the middle of the chamber stands a strange statue, in front of it are two wooden chests.
If you remember the words spoken by the carved head, go to **65**.
Alternatively, you can check out the two chests, go to **68**.

112



Bracing your legs, you stand in the middle of the magic carpet swinging your great axe at the ROK as it lunges at you with its talons and its enormous, fanged beak. After a while it gives a great screech of frustrated rage and flies away. Go to **118**.

113



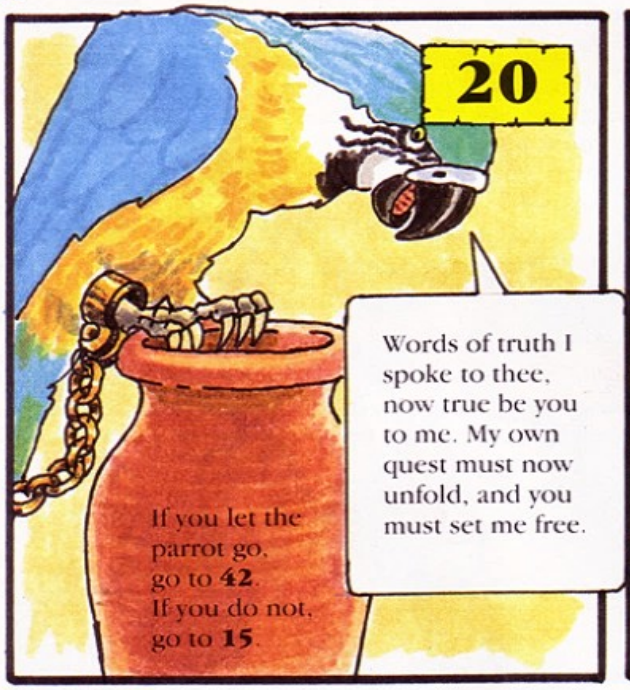
You climb to the top of the mountain and there stands the gigantic nest of the ROK, and in it lies a single, enormous egg! Go to **130**.

114

Go to **129**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UP

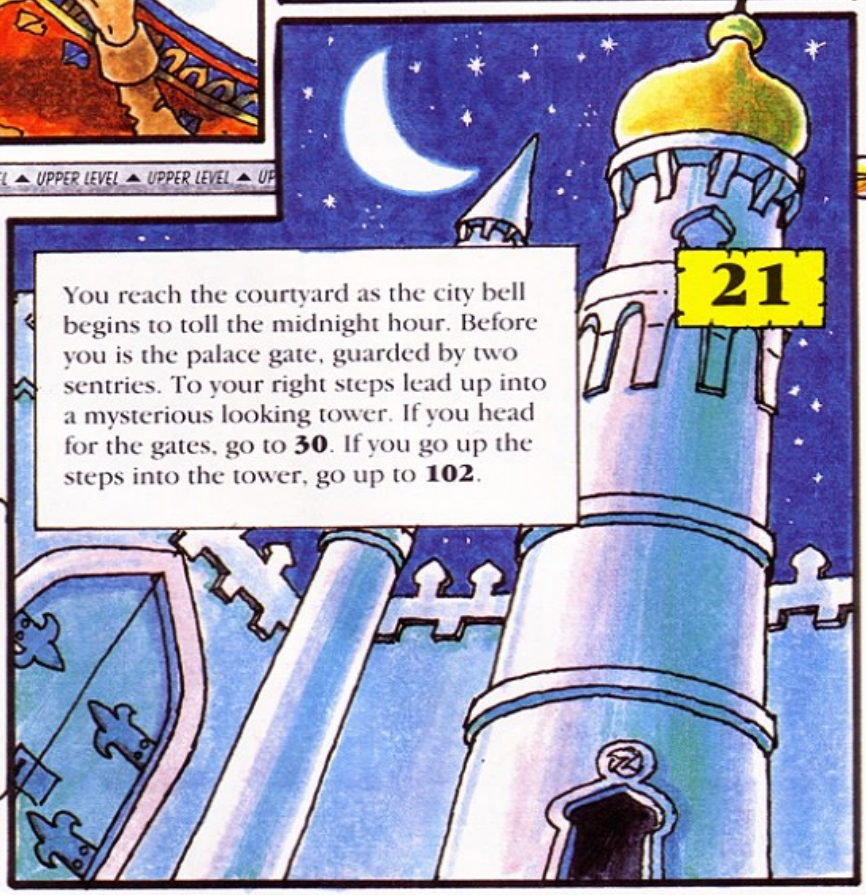
20



Words of truth I spoke to thee, now true be you to me. My own quest must now unfold, and you must set me free.

If you let the parrot go, go to **42**. If you do not, go to **15**.

21



You reach the courtyard as the city bell begins to toll the midnight hour. Before you is the palace gate, guarded by two sentries. To your right steps lead up into a mysterious looking tower. If you head for the gates, go to **30**. If you go up the steps into the tower, go up to **102**.

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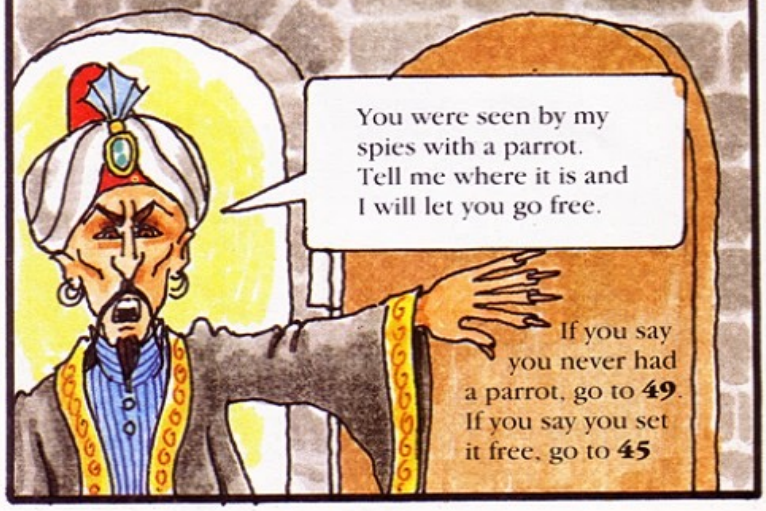
64

After what seems to be a long period of silence, you hear footsteps coming down the passage outside your cell. The door opens and the Vizier Zamar enters your cell.



You were seen by my spies with a parrot. Tell me where it is and I will let you go free.

If you say you never had a parrot, go to **49**. If you say you set it free, go to **45**.

65

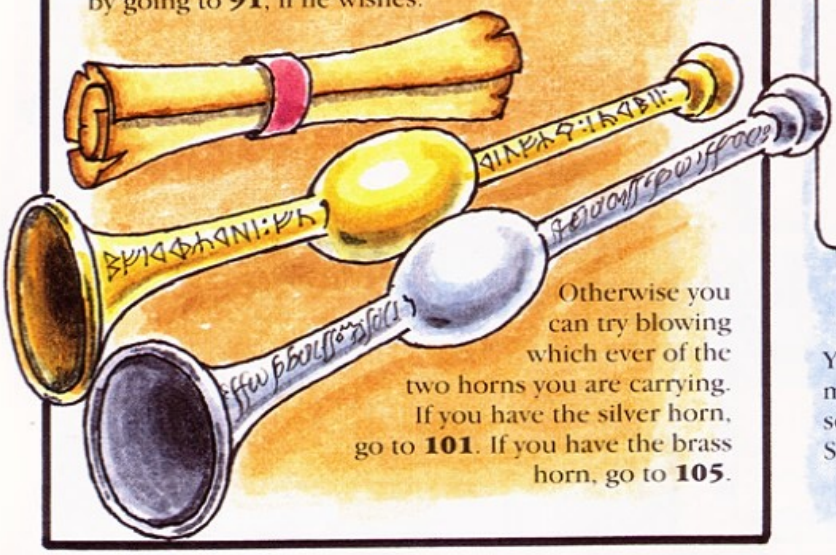
"I seek the prisoner of Zamar, Prince Ahmed'" you shout. Your voice echoes around the chamber. With the sound of grinding stone the statue opens it's eyes and turns it's head to look at you' If you rush back to the steps, go up to **113**. If you stay where you are, go to **74**.

66

You are wondering how you are meant to escape from the dungeon, when suddenly a soft voice calls you from outside the door. Go to **62**.

115

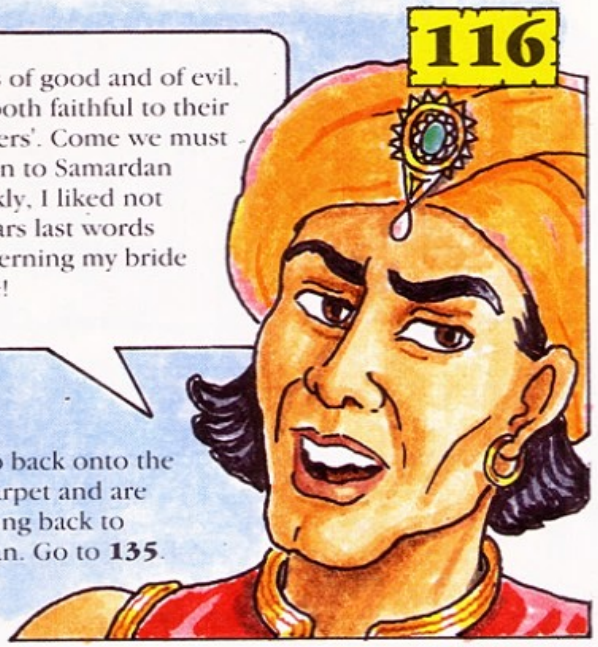
If **FLAMBAR** has the sleeping spell and has not yet used it he can try it by going to **91**, if he wishes.



Otherwise you can try blowing which ever of the two horns you are carrying. If you have the silver horn, go to **101**. If you have the brass horn, go to **105**.

116

Birds of good and of evil, but both faithful to their masters'. Come we must return to Samardan quickly, I liked not Zamars last words concerning my bride to be!



You step back onto the magic carpet and are soon flying back to Samardan. Go to **135**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

22

Another of these vagabond adventurers. Waste not my Sultan's time on them. To the dungeons, I'll deal with you later!

Go down to **57**.

23

KABOOM!

Suddenly there is a loud explosion and the palace gate bursts open!

Go to **28**.

▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

67

You are released from the dungeon and shown to a room. "Tomorrow you will help me to capture this cursed parrot, and finish it for good!" Go to **89**.

68

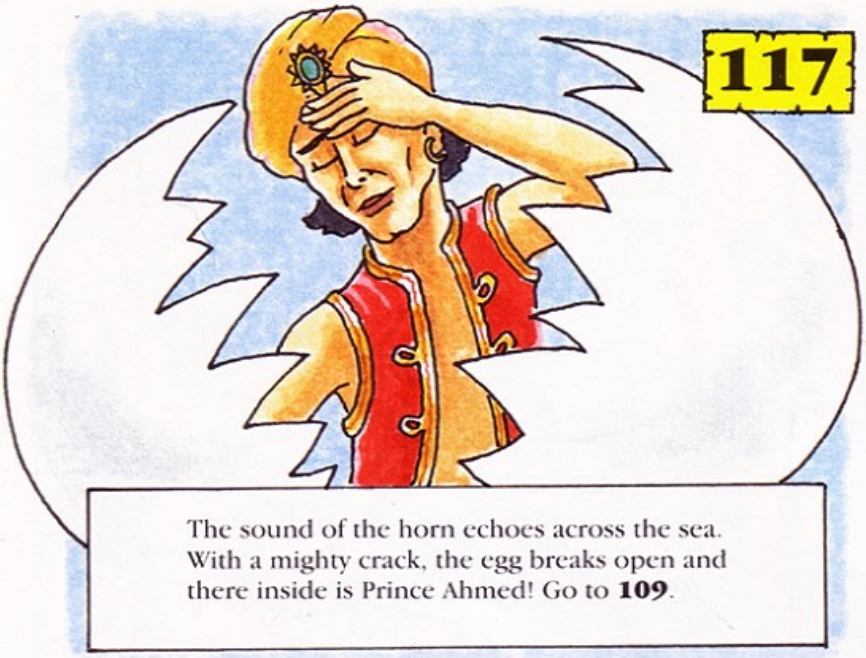
One of the two chests is open. If you look inside, go to **86**. If you check out the closed chest, go to **80**.

69

The mysterious figure removes its mask.

I am El Din of the desert people, and leader of those who would overthrow the evil Zamar to rescue Prince Ahmed from his clutches. Will you help us?

If you say yes, go to **70**. If you refuse, go to **76**.



117

The sound of the horn echoes across the sea. With a mighty crack, the egg breaks open and there inside is Prince Ahmed! Go to **109**.

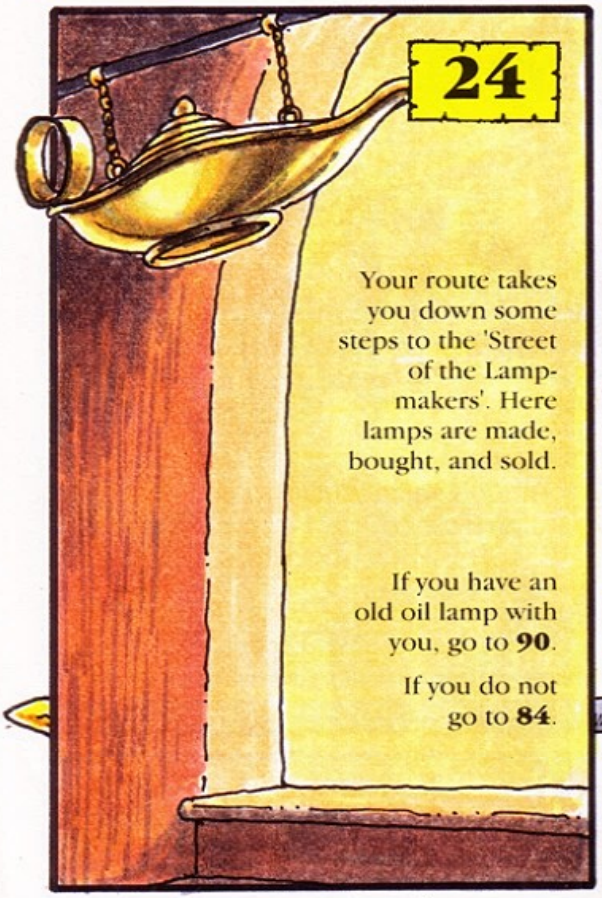
118

The carpet gathers speed, and soon you are hurtling out across the ocean towards the north. Go to **126**.

119

The carpet rises into the air and drifts slowly out of the window!
If you blew the silver horn, go to **107**.
Otherwise go to **118**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

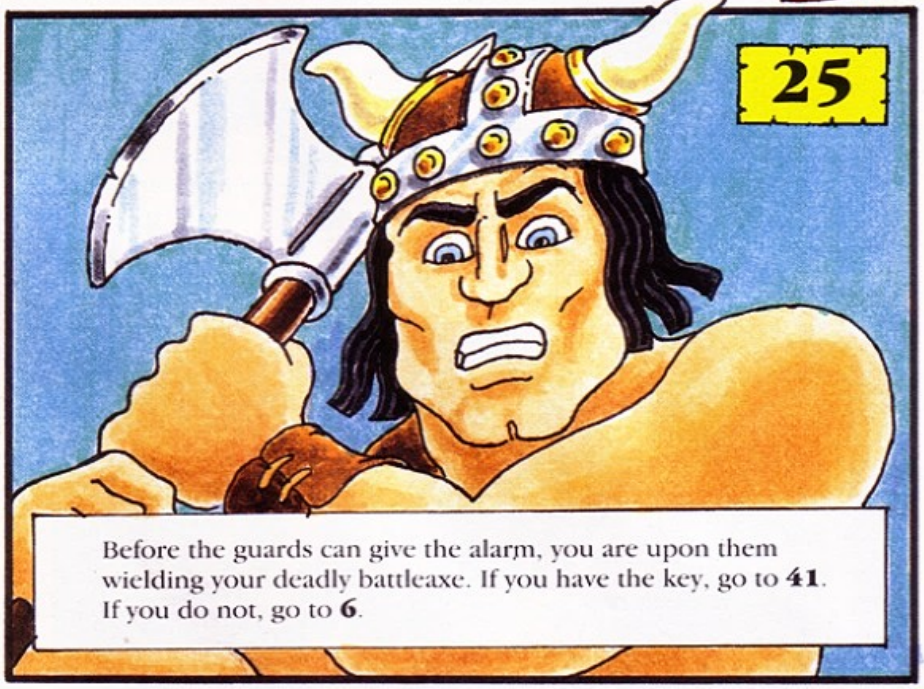


24

Your route takes you down some steps to the 'Street of the Lamp-makers'. Here lamps are made, bought, and sold.

If you have an old oil lamp with you, go to **90**.

If you do not go to **84**.



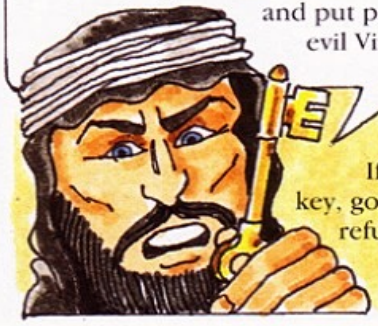
25

Before the guards can give the alarm, you are upon them wielding your deadly battleaxe. If you have the key, go to **41**. If you do not, go to **6**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

70

Take then this key to the palace gate. Gain entry to the palace and, at the midnight hour, open the gate. We will be waiting outside to storm the palace and put paid to the evil Vizier.

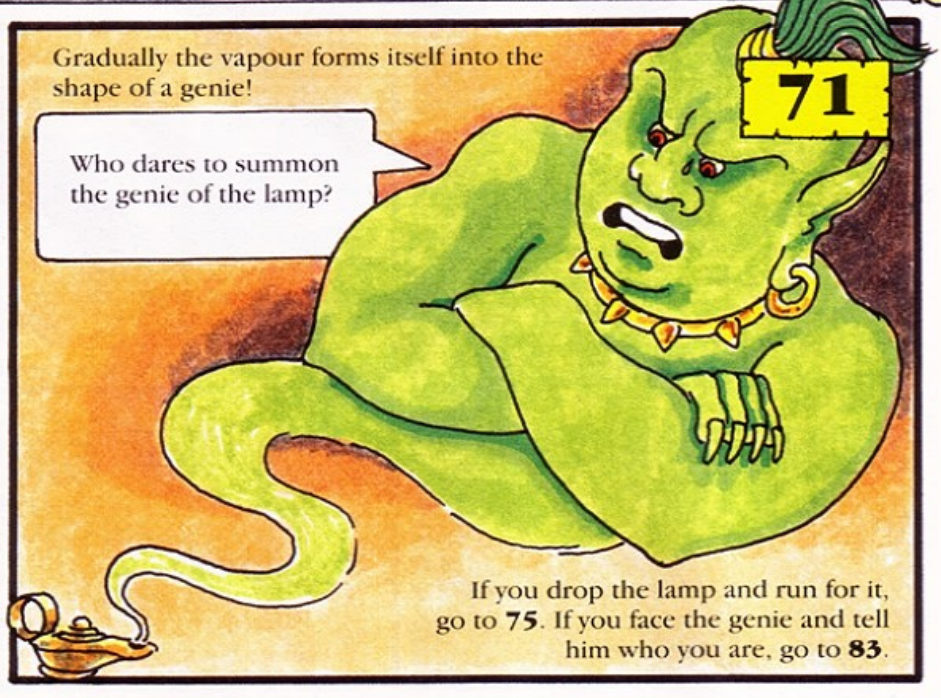


If you take the key, go to **47**. If you refuse, go to **76**.

Gradually the vapour forms itself into the shape of a genie!

71

Who dares to summon the genie of the lamp?



If you drop the lamp and run for it, go to **75**. If you face the genie and tell him who you are, go to **83**.

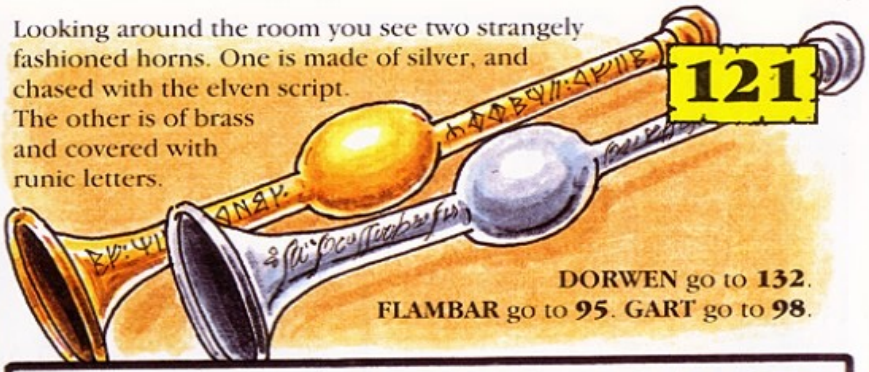
120

Suddenly the parrot gives a great squawk and launches itself from the shoulder of Prince Ahmed.

Go to **94**.

My Prince, and you, my greatest friend, I served you both true until the end!

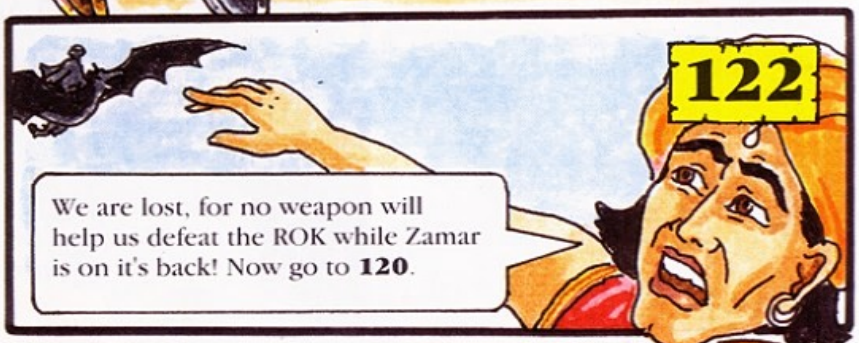
121



Looking around the room you see two strangely fashioned horns. One is made of silver, and chased with the elven script. The other is of brass and covered with runic letters.

DORWEN go to **132**.
FLAMBAR go to **95**. **GART** go to **98**.

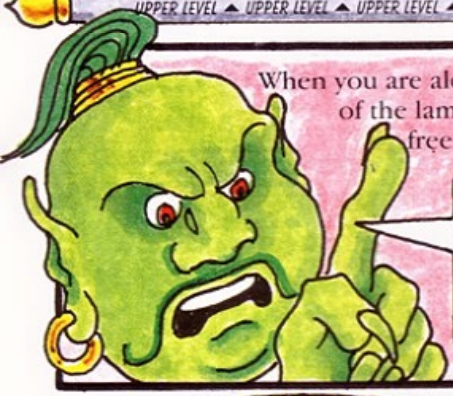
122



We are lost, for no weapon will help us defeat the ROK while Zamar is on it's back! Now go to **120**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

26



When you are alone, you summon the genie of the lamp and ask him how you can free the princess from the spell.

From the jungle kingdom's cup of jade, served to her where she is laid, carried there in the pharoah's jar of crystal pink, the rice of the eastern emperor she must drink.

Go to **31**.

27

"Look, captain, they wear the mark of the master as we do," says a guardsman. "Aye, 'tis true," says the captain. "I did not see it. You are one of us and can go on your way."

Go to **37**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

72

You silently make your way towards the palace courtyard.

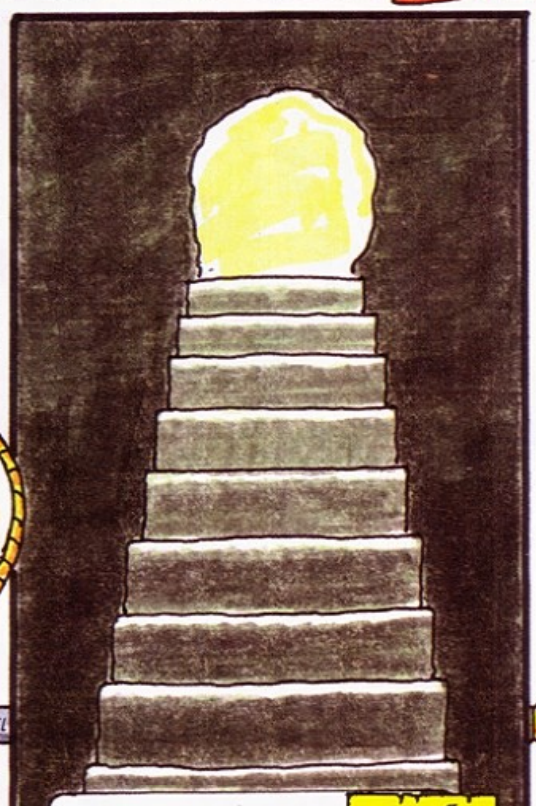
Go up to **21**.

73

You look at the dirty old oil lamp. How can it possibly help you to escape from the dungeons? You give it a half hearted rub.

Go to **55**.

74



The prison of the one you seek, you will find on mountain peak, but against Zamar you may be matched, before your rescue plan is hatched.

If you go back up the steps, go up to **113**. If you decide to check out the two chests first, go to **68**.

123

You rub the lamp and the genie appears.

Gather quickly the elven horn, for on woven magic we must now be borne. Far away across the sea, to where the prince imprisoned be.

The genie disappears. Go to **121**.

124

As the prince speaks there is a great screech from above. Looking up you see the fearsome shape of the ROK swooping down on you. Riding upon its great back is the evil sorcerer Zamar! Go to **115**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

28

A crowd of figures waving scimitars and shouting "down with Zamar!" come rushing in through the open gate! Their leader approaches you. If you have spoken to him before go to **33**. If you have not, go to **5**.

29

What magic is this, lads? We must report it at once! Though I do not think it was the one the master seeks for I saw no parrot with them.

Go to **37**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

75

Fool! Did you think you could escape my wrath so easily?

THE END

76

Then begone from this city before night falls! For then the city will rise and storm the palace to gain victory or death! If you are still in Samardan, you will be treated as an enemy!

Go to **81**.

77

Putting the 2 gold coins in your purse, you continue on your way.

Go to **84**.

A CHALLENGE FOR ALL ADVENTURERS!

CREATE YOUR OWN MONSTER COMPETITION

Closing date 3st October 1994

Can you create the most terrifying monster in the universe? If you can you could find it coming to life in the pages of LEGENDMAKER!

Just think of the most scary monster you can and draw it on a piece of paper not larger than A4 (297mm x 210mm) in size. On the back of your picture, or on a separate sheet of paper, tell us (in not more than 100 words) what makes your monster so terrible.

The six most scary and original monsters will be brought to life for you to battle against in six future issues of LEGENDMAKER, and the winners will each receive a special free six issue subscription including the adventure in which their monster appears. 100 runners up will each receive complete eight story sets of Mini Adventure Comics.

Complete the entry form and send it, with your picture, to Mini Adventure Comics Ltd., Monster Competition, 124 Summer Road, Thames Ditton, Surrey KT7 0QR, to arrive not later than the 31st October 1994.

CREATE YOUR OWN MONSTER COMPETITION RULES

1. The Create a Monster Competition is open to all children, between the ages of 5 and 16, resident in the U.K. other than those in the families of anyone involved in the production or distribution of LEGENDMAKER.

2. All entries must be submitted on paper no larger than A4 (210mm x 297mm) and accompanied by a completed Create a Monster Competition entry form. All entries must be signed by parent or guardian and received at the competition address, Mini Adventure Comics Ltd., Monster Competition, 124 Summer Road, Thames Ditton, Surrey KT7 0QR, on or before 3st October 1994.

3. If you wish to have your picture returned to you please put your name and address on the back and include a stamped addressed envelope with your entry.

4. The competition closing date is 31st October 1994. A full list of winners will be available to anyone sending a stamped addressed envelope to the competition address within 6 weeks of the closing date. The winners and runners-up will be announced in the December issue of LEGENDMAKER.

5. Copyright in all winning entries will become the property of Mini Adventure Comics Limited.

6. The competition organisers can accept no responsibility for entries damaged or lost in the post either on their way to the competition address, or when being returned to the entrant.

7. The judges decision is final and no correspondence can be entered into.

8. By entering the competition entrants are deemed to have accepted and agreed to be bound by the competition rules.

MONSTER ENTRY FORM

This is my frightening drawing for the Monster Competition.

Name _____

Address _____

_____

_____

Postcode _____ Age _____

_____

Signature of Parent/Guardian

Date: _____

All entries must be sent to:-
Mini Adventure Comics Ltd.,
Monster Competition,
124 Summer Road. Thames
Ditton,Surrey KT7 0QR.

Closing date 31st October 1994

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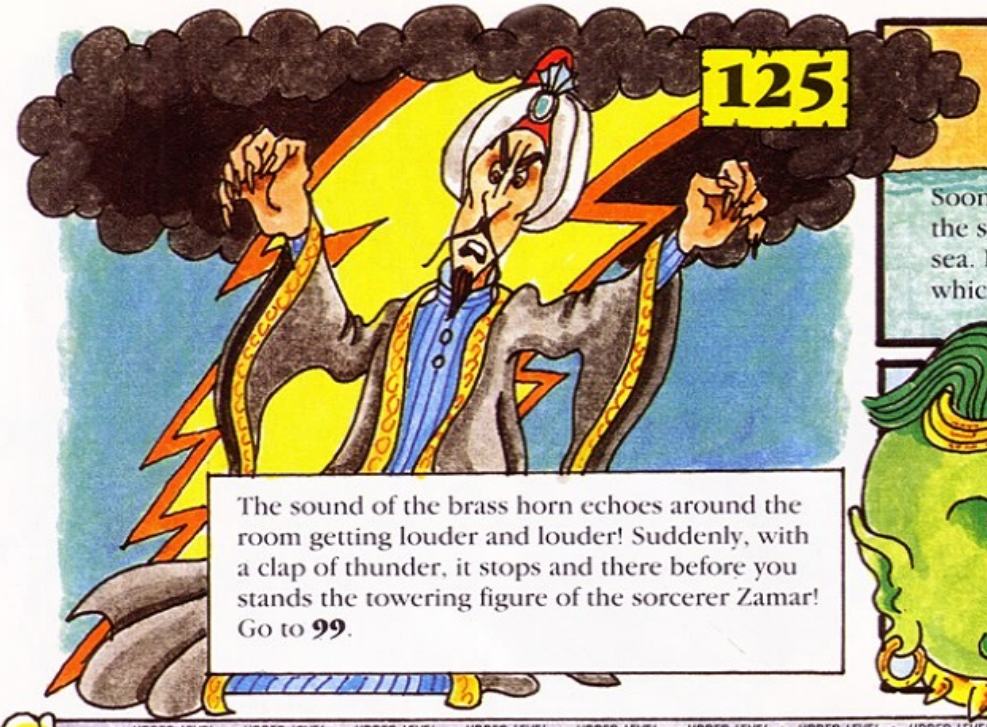


125

The sound of the brass horn echoes around the room getting louder and louder! Suddenly, with a clap of thunder, it stops and there before you stands the towering figure of the sorcerer Zamar! Go to **99**.

126

Soon, on the horizon in front of you, you see the shape of a great rock jutting up from the sea. It is the tip of the mountain beneath which Atlantis lies! Go to **100**.

127

The ROK I can best,
but the power I lack,
to defeat it with Zamar
upon it's back!

Go to **120**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

30

If you have the magic ring, put it on and go to **10**.

Otherwise **FLAMBAR** go to **2**.
GART go to **25**.
DORWEN go to **36**.

31

This last advice I give to thee,
for my task is done and now
I am free. Farewell!

The genie disappears for the last time. Go to **18**.

32

You are marched through the city to the Sultan's Palace. Go to **7**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

78

You say you have not met the Prince.

Prince Ahmed you know full well, for he is under Zamar's spell. With that sorcerers magic word, he was changed into a talking bird!

You ask how you can help rescue the Prince. Go to **88**.

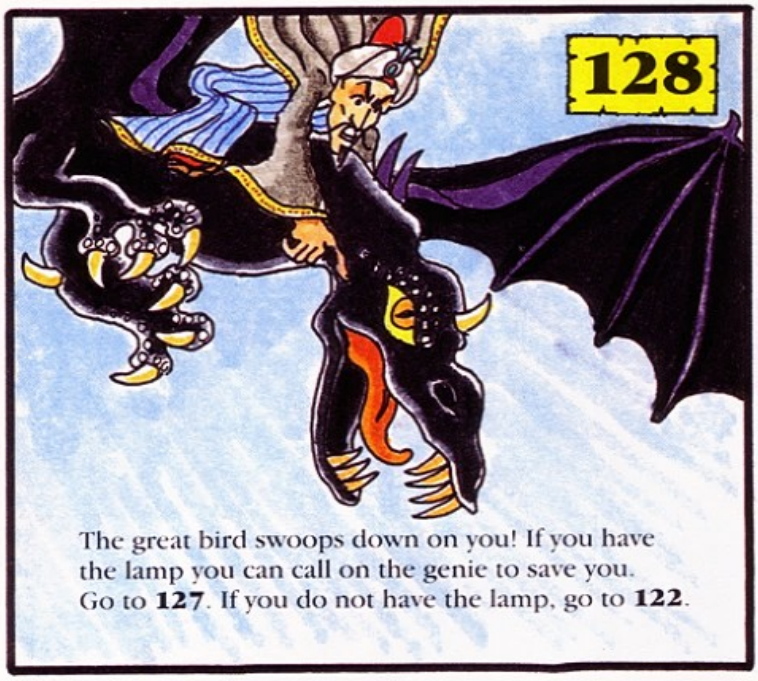
79

You can try to sell the lamp for 4 gold coins, go to **56**.

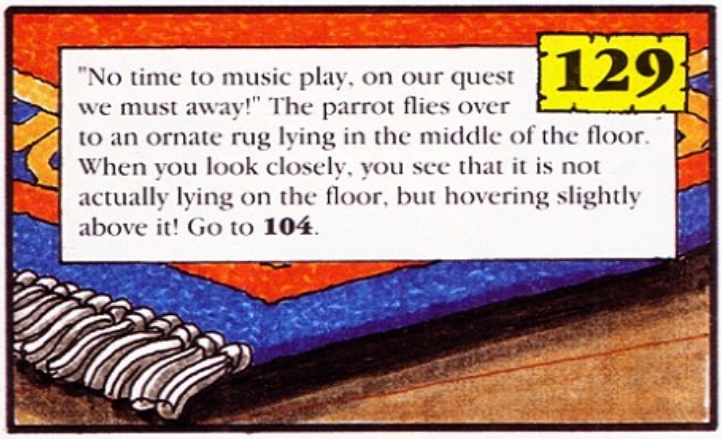
Or you can clean it and perhaps get 8 gold coins for it, go to **52**.

80

The chest is locked. If you look around for a key, go to **48**. If you look in the open chest, go to **86**.



The great bird swoops down on you! If you have the lamp you can call on the genie to save you. Go to **127**. If you do not have the lamp, go to **122**.



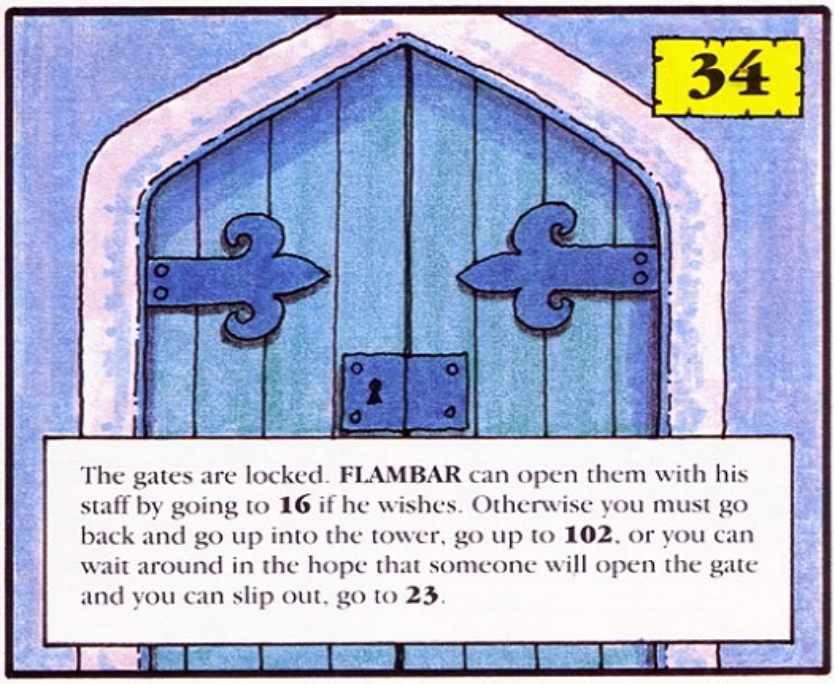
"No time to music play, on our quest we must away!" The parrot flies over to an ornate rug lying in the middle of the floor. When you look closely, you see that it is not actually lying on the floor, but hovering slightly above it! Go to **104**.

130

If you have the lamp, go to **139**.
If you do not, go to **131**.

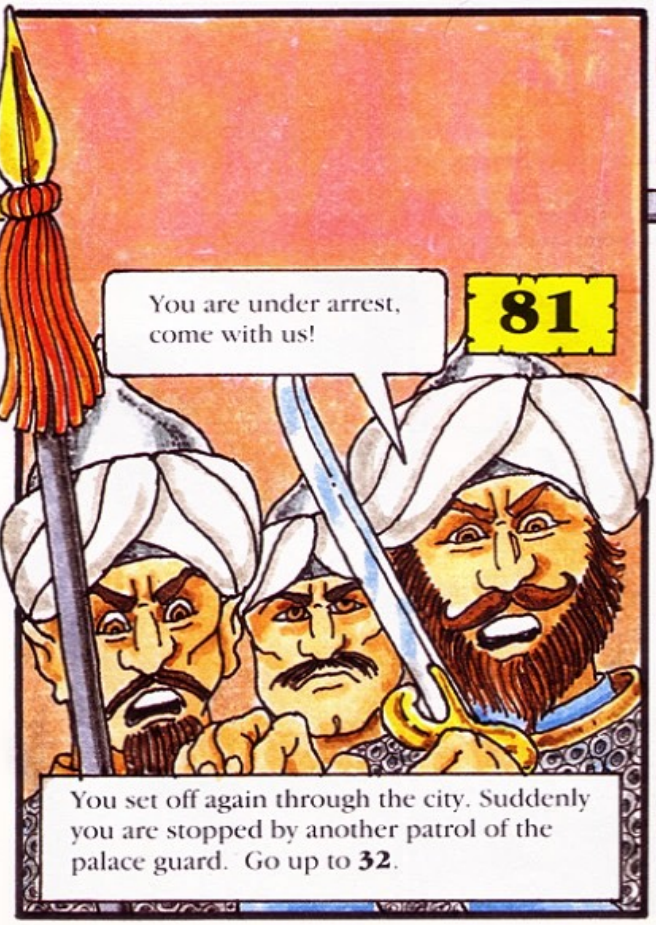
UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

33
We meet again, adventurer, and as I said we meet as enemies! Throw this one into a dungeon, men. There you will end your days!
THE END

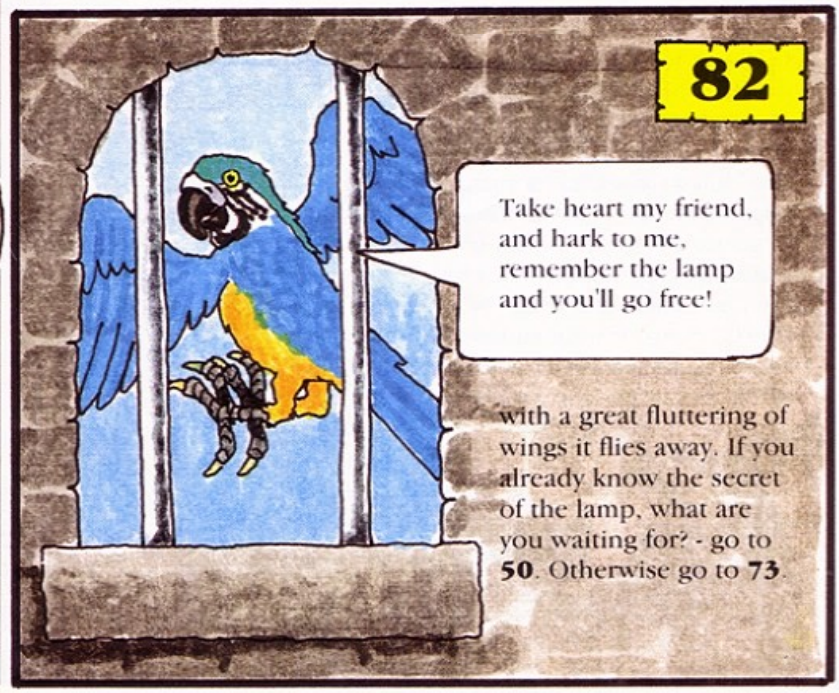


The gates are locked. **FLAMBAR** can open them with his staff by going to **16** if he wishes. Otherwise you must go back and go up into the tower, go up to **102**, or you can wait around in the hope that someone will open the gate and you can slip out, go to **23**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL



You set off again through the city. Suddenly you are stopped by another patrol of the palace guard. Go up to **32**.



with a great fluttering of wings it flies away. If you already know the secret of the lamp, what are you waiting for? - go to **50**. Otherwise go to **73**.

131

I am but a talking bird, through me the princes voice is heard. His body, like a bird unborn, will be released by blast of horn.

Blow upon the horn you carry and go to **117**.

132

'Sound but once and evil flies, sound but twice and no more will it rise'

Go to **98**.

133

You discover a cave, above which is carved a strange head. As you approach the head speaks.

Descend the stair to find that you seek. In the chamber below your quest you must speak.

If you go in, go down to **63**. If you decide to climb to the top of the mountain, go to **113**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲

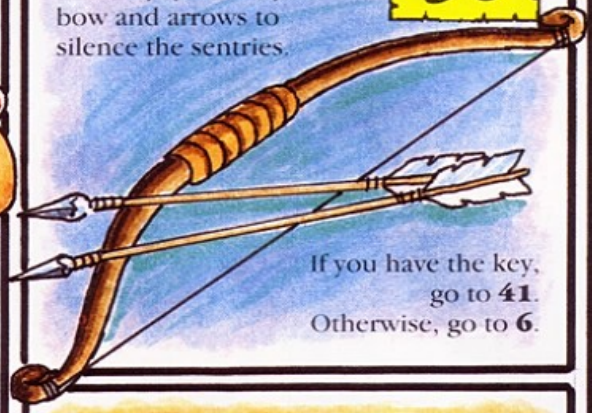
35

"So be it! Executioner, do your duty!" says the Sultan.

THE END

36

Quietly, and with deadly accuracy, you use your bow and arrows to silence the sentries.



If you have the key, go to **41**. Otherwise, go to **6**.

37

You continue through the city. If you are wearing the ring, take it off and put it in your pocket. Go to **24**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼

83

Hail, holder of the lamp. I am the guardian of the treasure of Atlantis. Great wealth and honour will be yours if you help me give this treasure to its rightful owner. Many years ago, as Atlantis sank beneath the sea, the people of that great city gave all their treasure into my care. Their command was that I should guard it until summoned and then give it to the prince of the desert people on his marriage to the daughter of the Sultan.

Go to **85**.

84

A mysterious figure, face hidden by a burnous, approaches you.

If you will help save Samardan from the wicked Zamar, I will give you 500 gold coins. Come into this coffee shop, where we can talk privately.

If you go into the shop, go to **69**. If you refuse, go to **76**.

134

If you blow the brass horn, go to **125**.
If you do not, go to **114**.

135

You land in the palace courtyard and Prince Ahmed leaps down the stairs into the chamber of the Princess Taya. You follow close behind.
Go down to **8**.

136

You rub the lamp and the genie appears, to battle the ROK. The genie is victorious, and the ROK flies away, screeching in rage and frustration. Go to **118**.

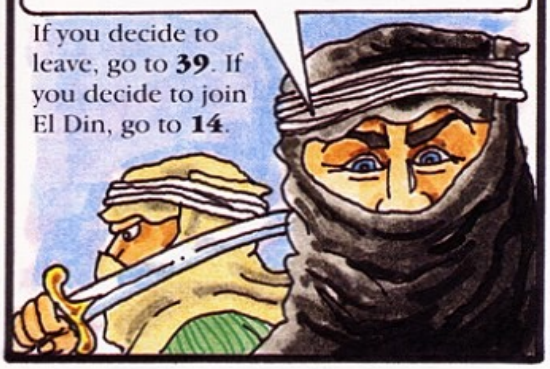
UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

38

With a great shout El Din and his followers sweep into the palace courtyard.

We meet again, my friend. Here are the 300 gold coins I promised you. Now you are free to leave, or you can join us in defeating the evil Zamar.

If you decide to leave, go to **39**. If you decide to join El Din, go to **14**.



39

You leave the palace and make your way to the camel market. Next morning you leave the people of Samardan celebrating their freedom and set out across the desert toward the valley of the Pharoahs.

THE END

40

GART go to **17**.
Others go to **3**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

85

But, you say, Prince Ahmed has been kidnapped and no-one knows where he is.

I know where Prince Ahmed we can get, and you will know him - for you have already met!

Go to **78**.

86

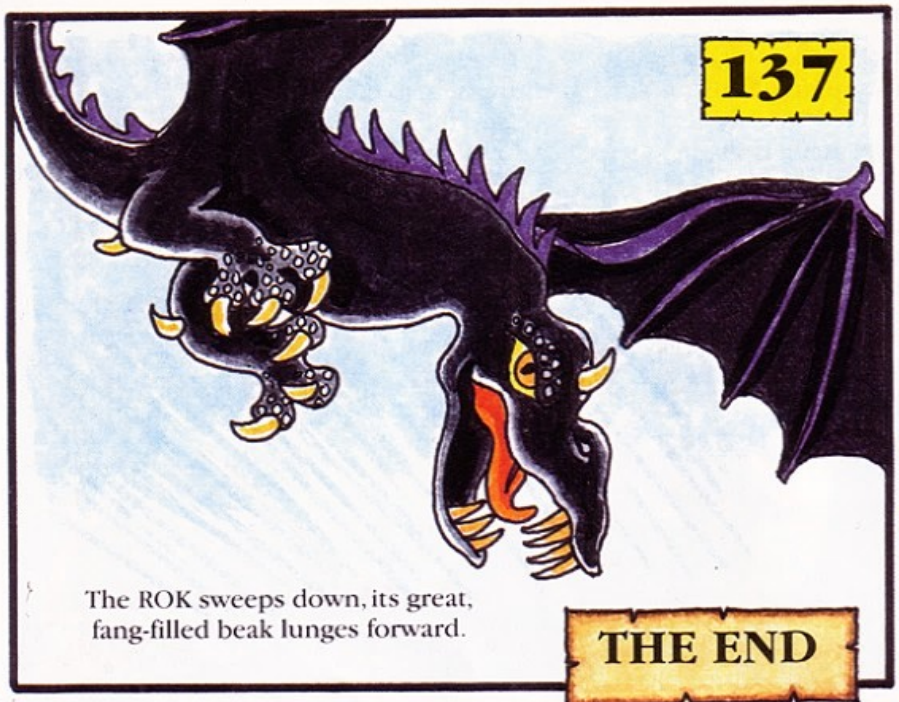
"The chest is empty" says a voice from the shadows.

If you leave quickly and go back up the steps, go up to **113**. If you ask who is there, go to **48**.

87

Here is a spell stolen from Zamar. You can use it to put the sentries at the gate to sleep. Now farewell, we will meet again at midnight!

Go to **81**.



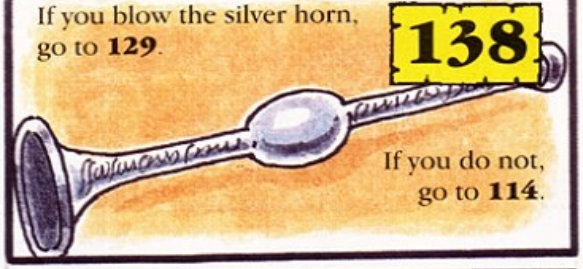
137

The ROK sweeps down, its great, fang-filled beak lunges forward.

THE END

If you blow the silver horn, go to **129**.

138



If you do not, go to **114**.

139

"Rub the lamp the prince to free, for its genie holds the key!"

Go to **108**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

41

You put the key in the lock and turn it. Slowly the palace gate swings open. Go to **38**.

42

Fare-thee-well, adventurer. We may yet meet again.

You continue on your way to the camel market. Go to **1**.

89

Gradually night falls and the palace becomes quiet and still. You slip from your room and go up to **21**.

43

"My friend," he says. "I will be sorry to see you go, but if you can save my Princess, I will be even more in your debt. Where do you mean to begin your search?" You tell him you will start by searching for the Valley of the Pharoahs. "Then the best camels in the kingdom will be made ready for your journey," he replies.

THE END

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

88

Into the palace, to Zamars tower, to bring me there at the midnight hour.

The genie disappears back into the lamp. Go to **81**.

90

If you decide to sell the old oil lamp, go to **79**.

If you decide to keep it, go to **84**.

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4

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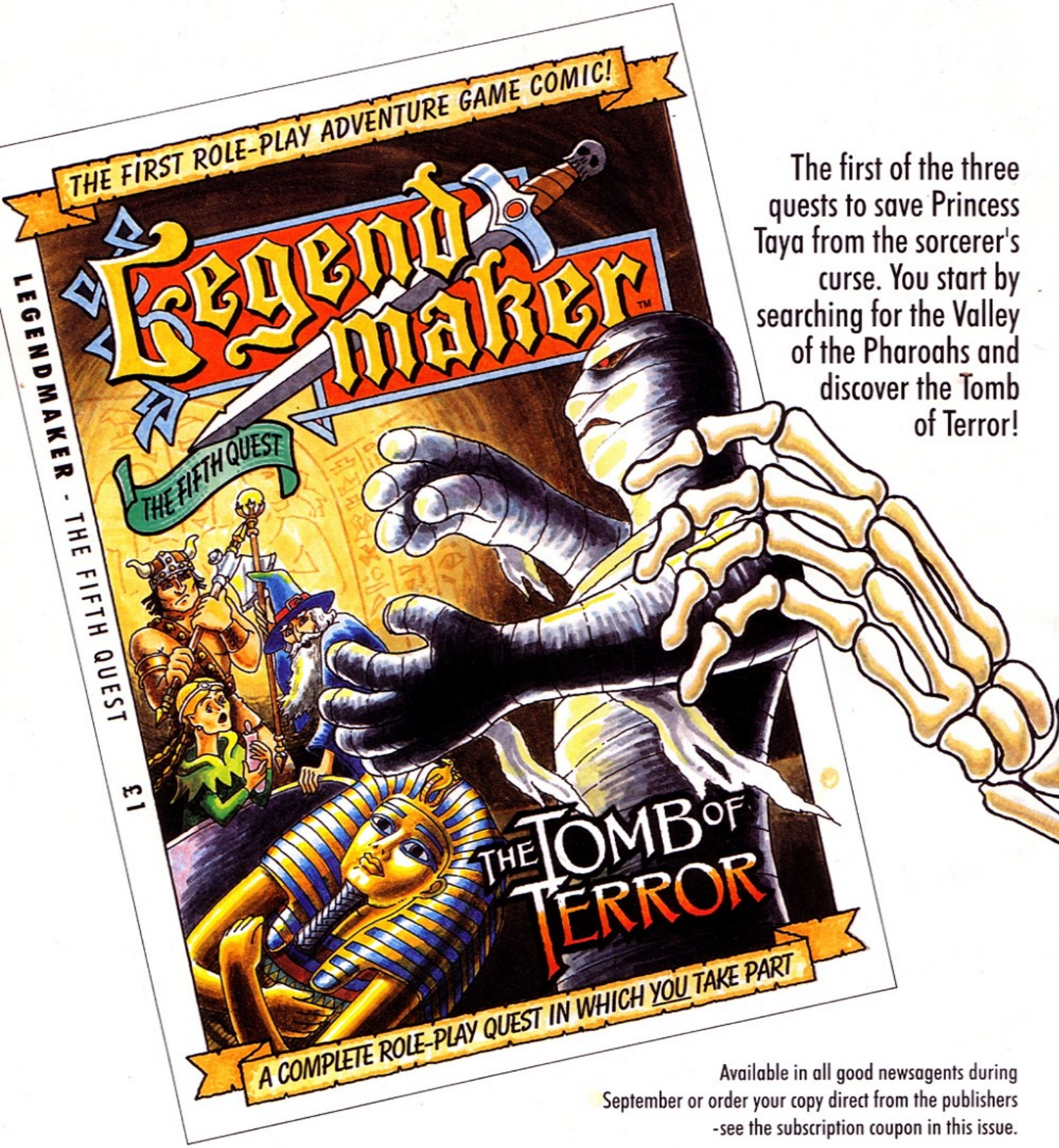
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